SNS-BZ-USA

BATTLE BLAZE™

INSTRUCTION BOOKLET

Sammy

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for selecting the challenging and action-packed Battle Blaze™ game by American Sammy Corporation.

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NES® HARDWARE SYSTEM OR GAME PACK.

Safety Precautions

Follow the suggestions below to keep your Super NES Game Pak in top operating condition.

1) Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) The Game Pak should not be stored in places that are very hot or cold. Do not crush your Game Pak or get it wet.
4) Do not clean with benzene, paint thinner, alcohol, or other strong cleaning agents.
5) To extend the life of your Game Pak, pause for 10 to 20 minutes after 2 hours of continuous play. Sit 3 to 8 feet away from your television or monitor.

LICENSED BY

Nintendo

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Battle of Champions

Virg, which sits in the middle of the Great World, has remained a tranquil land for many centuries. Here, all beings live in peace, under the secure hold of a powerful Warrior-King. These Kings are chosen in a contest of champions, in which warriors from about the land come to compete.

But something is about to disturb the harmony of Virg. A netherworlder by the name of Autarch has sent forth spirits to possess the high warriors of the land. With the best warriors of Virg under the command of Autarch, the tournament of champions, and the fate of Virg, are in dire jeopardy.

Control Pad Operations

To enter Options Menu...

1.

Press Start and Select Button Simultaneously

2.

Press Start to Exit

Map Screen

Once you have selected the Hero Quest, the map screen will be displayed. As the hero of Virg, you must travel to the four corners of the realm to fight each leader. You can choose which of the leaders you wish to challenge by using the Control Pad.

Title Screen

From this screen the player will be able to choose between the Hero, which is a one player game, and the Battle, which is a two player game. Simply move the Control Pad either up or down to make your selection and then depress the Start key.

Prepare for Combat

Each character in Battle Blaze has a set of advanced attacks that take skill and agility to master. Below, you will find an explanation of the symbols used as well as examples of how they are used.

Button Combination Symbols

THEN	Indicates a pause before the next move.
+	Use the control pad and button at the same time.
x 2	Press control pad twice in the same direction.

Examples of Combinations

Power Thrust — x 2 + Y

Press the control pad two times to the right

Crescent Spark — PRESS AGAINST ENEMY THEN + Y

Pause briefly before pressing the control pad and "Y" button

Press the control pad and "Y" button at the same time.

Basic Attacks

Basic Attacks for All Characters

Strike	Y
Jump	B
Low Strike	HOLD + Y
Low Kick	HOLD + B
High Strike	B THEN Y

*Attacks for some characters may vary.

Characters

Kerrel

Age:	24 years
Height:	5' 11"
Weight:	210 lbs.
Home:	Cricket Beach

The noblest fighter in all of Virg. Using only a sword and his agility, Kerrel must defeat his opponents as well as the evil Lord Autarch. Kerrel is the noblest competitor.

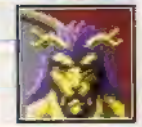
Dragontail Slice	B	THEN	✚	+	Y	
Flying Spinkick	B	THEN	✚	+	Y	
Kneeling Thrust	PRESS TOWARDS ENEMY	x	2	+	Y	
Power Thrust	PRESS AGAINST ENEMY	THEN			Y	

Kneeling Thrust

Power Thrust

Characters

Shnouzer



Age:	3 (Dog Years)
Height:	6' 2"
Weight:	210 lbs.
Home:	Mountains of Artec

"Leader of the Pack" of Mountain Man/Beasts, Shnouzer is one of the most feared of all competitors. Though he does not have a weapon, his close-combat skills are unmatched.

Transform into Beast	HOLD	Y	THEN	✚		
Change Back	HOLD	Y	+	✚		
Toe-blade Attack	(WHILE JUMPING)	✚	+	Y		
Thunder Smash	PRESS AGAINST ENEMY	+	Y			
Thunder Claw	PRESS AWAY FROM ENEMY	THEN	PRESS TOWARDS ENEMY	+	Y	

Thunder Claw

Beast

Characters

Adrick

Age:	25 years
Height:	6' 4"
Weight:	140 lbs.
Home:	Naxus

Not having the advantage of strength, Adrick relies heavily on his Dark Blade. The length and sheer weight of the magical sword makes him a slow, but devastating swordsman.

Double Slice	Y	x	2			
Avalanche	B	*THEN*	↓	+	Y	
Blizzard Cut	PRESS AGAINST ENEMY	*THEN*	Y			
Arc Blast	PRESS AWAY FROM ENEMY	*THEN*	PRESS TOWARDS ENEMY	+	Y	

Blizzard Cut

Arc Blast

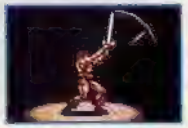
Characters

Lang

Age:	24 years
Height:	5' 11"
Weight:	210 lbs.
Home:	Cricket Beach

This nomad is a near split-image of his twin brother, Kerrel. These two characters have often tied in combat due to their similar abilities.

Dragonfang Slice	B	*THEN*	↓	+	Y	
Whirlwind Kick	B	*THEN*	↑	+	Y	
Kneeling Stab	PRESS TOWARDS ENEMY	x	2	+	Y	
Power Cut	PRESS AGAINST ENEMY	*THEN*	Y			



Kneeling Stab

Power Cut

Characters

Tesya

Age:	23 years
Height:	5' 5"
Weight:	130 lbs.
Home:	Fynn

Born in a family of great swordsmen, Tesya was taught the art of the twin dagger. Her dexterious physique, combined with razor-sharp blades, make her a swift competitor.

Reverse Kick ✚ + Y

Boot to the Head B THEN ✚ + Y

Kiss of Doom PRESS TOWARDS ENEMY THEN Y

Crescent Spark PRESS AWAY FROM ENEMY THEN PRESS TOWARDS ENEMY + Y

Kiss of Doom

Crescent Spark

Characters

Lord Gustoff

Age:	Unknown
Height:	5' 6"
Weight:	300 lbs.
Home:	Gromoor

A Half-Orc who rules a peaceful farmland, Gustoff is one of the strongest competitors to enter the tournament. His use of the mace is as hypnotizing as it is dangerous.

Lunge Kick B THEN ✚ + Y

The Hammer B THEN Y

Iron Uppercut HOLD ✚ THEN ✚ + Y

Reverse Lunge PRESS AGAINST ENEMY THEN Y

Flying Mace PRESS AWAY FROM ENEMY THEN PRESS TOWARDS ENEMY + Y

Lunge Throw

Flying Mace

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American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Consumer Division of the problem requiring warranty service by calling: (708) 364-9787.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepared, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
901 Cambridge Drive, Elk Grove Village, IL 60007

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